

Laws of the Game

(Including MAYSA Adaptations)

Special U7-U8 Rules

- See section on U7/U8 play on the MAYSA Web Site at www.maysa.org under the Team Information section.

Special U9 – U10 Rules

- 6 players on the field, including the goalkeeper for each team.
- Offside rule NOT in effect for U9 or U10. (8/2015)
- Maximum of 12 players on the roster.

Special U11 – U12 Rules

- 8 players on the field, including the goalkeeper for each team.
- Offside rule in effect.
- Maximum of 14 players on the roster.

LAW NO. 1 - The Field of Play

The soccer field is rectangular, with differing dimensions depending on the age of the players. Please refer to the Game Formats for field size details. **ALL PORTABLE GOALS MUST BE ANCHORED BEFORE THE START OF ANY GAME!** The Home Coach is responsible for making sure that portable goals are properly anchored.

LAW NO. 2 - The Ball

U6-U8 use size #3, U9-U12 use size #4, U13 and above use size #5 balls. The ball cannot be changed during the game without the referee's permission.

LAW NO. 3 - Numbers of Players and Substitutions

MAYSA rules for Number of Players:

U6 Teams shall field 3 players, no goalkeeper.

U7-8 Teams shall field 4 players, no goalkeeper.

U9-10 Teams shall field 6 players, including the goalkeeper.

U11-U12 Teams shall field 8 players, including the goalkeeper.

U13+ Full Sided Teams shall field 11 players, including the goalkeeper.

(U15+ High School Small Sided teams field 7 players, including the goalkeeper.)

A complete roster of players must be available to the referee before the game.

ALL teams must provide a copy of their official roster, including jersey numbers, to the referee at the start of each game. Classic League players must also have his or her player passcard to play - NO PASS = NO PLAY!

A match is not considered valid if there are fewer than the minimum required players on a team.

If a team is unable to field the minimum required number of players following a ten-minute grace period, that team must forfeit the match.

SUBSTITUTIONS are at the direction and discretion of the referee.

Substitutions may be made

1. prior to a throw-in in favor of your team,
2. prior to a goal kick by either team,
3. following a goal by either team,
4. following an injury to a player from either team or
5. at half time.

Substitutions may also be made for your team on the opposing team's throw-in if the opposing team also has a player at the half-way line.

A player that has been sent off (shown a red card) cannot be substituted, and the team plays short.

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The MAYSA Board and or its Executive Director, depending on the infraction, may also further suspend/sanction the player (see table below). Referees will pull passcards from players in both Classic and Premier Leagues (MAYSA teams only) that have received a red card and send them to MAYSA. *Cards will be returned after a proper sanction and/or suspension has been determined.*

GAME SUSPENSIONS

Unnecessary Delay of Game	1 game
Persistent Misconduct	1 - 4 games
Challenging Referee	1 - 4 games
Serious Foul Play	1 - 4 games
Foul/Abusive Language.....	1 - 6 games
(Profanity/Obscenity)	
Striking a Player	4 -12 games
Striking a Referee	10 games – life

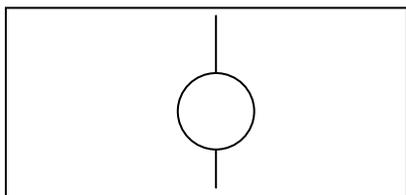
YELLOW CARD POLICY

Players may also be suspended for accumulating 3 yellow cards during the course of the season.

Location of Teams and Spectators

For ALL games, regardless of the league, both Teams shall be located on the same side of the field and spectators located on the opposite side. Coaches shall be restricted to the "technical area" which is shown below. It essentially covers an area from the edge of the center circle to 20yds towards the goal line of the side of the field they are located on.

Spectators from BOTH teams



LAW NO. 4 - Player's Equipment

The usual uniform includes a **numbered** jersey, shorts, socks, shin guards and shoes. All players must wear shinguards! A player shall not wear anything that is dangerous to another player. This would include the use of any headgear not approved by US Youth Soccer. All casts or splints must be pre-approved by MAYSA Referee Assignor and an approval letter signed and presented to the referee at game time. (8/2015) Soft molded cleats are recommended. The goalkeeper must wear colors that distinguish him or her from the other players and the referee. Absolutely no jewelry (including but not limited to earrings, watches, bracelets, friendship bracelets, necklaces, etc) may be worn by a player during a match. The exception to this rule is medical identification bracelets or necklaces. In these instances, the article should be taped to the inside of the jersey (necklace) or covered with tape or a wristband (bracelet). Players shall be asked to remove watches, rings, earrings (including the stud or post variety), hard barrettes and any other items the referee deems improper. **Shin guards must be completely covered by player's socks.** If thermal shorts are worn under game shorts, they must be of the same color as the game shorts. (This rule is not enforced by MAYSA at the recreational level)

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LAW NO. 5 - The Referee

The referee is in charge of all game activity and is to make sure each team abides by the rules. His/her decisions are final. It is the referee's responsibility to keep time, stop play for injuries, or any other reason he or she deems necessary, and to restart it when ready. He also may suspend or terminate the game due to inclement weather, spectator interference, etc. The referee administers penalties and cautions (yellow cards) or sends off players (red card). A referee can change or overturn an initial decision as long as the ball has not been put back into play.

Referees shall submit a Game Incident Report to MAYSA within 24 hours of completion of a game if there were any Red or Yellow cards issued, or if the referee had to use the Zero Tolerance Rule to end the game.

The referee must ensure that any player who is bleeding or has blood on his or her uniform leaves the field of play.

Soccer is a relatively safe sport. However, as with any activity, the chance for injury does exist. If a player should become injured during a game, the following procedures should be used for game management purposes:

- a. The referee is charged with the responsibility of stopping play. They are to use their best judgement in evaluating the severity of the injury and game situation that exists. For example, if a player twists his or her ankle and an opponent has a breakaway attempt, the referee may, in his or her opinion, allow play to continue until there is opportunity for a logical stoppage (ie. Team with injured player has possession; ball goes out of play, etc). Conversely, if the injury appears to be severe, the referee may immediately stop play.
- b. The coach of the injured player is the only team personnel allowed on the field. Furthermore, that coach must wait for the referee to beckon him or her on to the field.
- c. All players presently on the field must remain on the field while the injured player(s) is (are) being attended to. There is no requirement that the players sit down, etc. only that the players remain on the field.
- d. The clock does not stop in USSF sanctioned play. The referee may however, at his or her discretion, add an appropriate amount of time to the game.

LAW NO. 6 - Assistant Referee (Linesmen)

For Classic leagues there may be two Assistant Referees -one for each touchline. Their main responsibility is to assist the referee by calling the ball out of bounds, offside, indicate corner kicks and goal kicks. Assistant Referees can be over-ruled by the referee. Assistant Referees should consist of two parent volunteers in recreational games. They do not have to be from the same team.

LAW NO. 7 - Game Duration

U8 - Four 12 minute quarters with 2 minutes between each quarter and a 5 minute halftime break
U9-U10 - Two 25 minute halves and a 5 minute halftime break;
U11-U12 - Two 30 minute halves and a 5 minute halftime break;
U13-U14 - Two 35 minute halves and a 5 minute halftime break;
U15 through U16 have 40 minute halves and a 5 minute halftime break;
U17 through U19 have two 45 minute halves and a 5 minute halftime break;
High School Small Sided League: two 30 minute halves and a 5 minute halftime break

The time, kept by the referee, will continue unless there is a serious injury or some other interruption. The referee may add time that is lost due to assessment of an injury, serious injury, unnecessary delay, etc. The referee is not required to give out the exact time remaining in a game. Regular season games ending in a tie count as ties.

If a game is stopped due to inclement weather anytime after completion of the first half, it is considered a complete game and the score stands. If the game is stopped prior to half time, the game is to be replayed from the beginning, unless both coaches allow the score to stand.

LAW NO. 8 - Start of Play

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A coin flip before the game determines which team receives the kick-off and choice of ends. The Team that wins the toss is awarded the choice of which end to defend. The other team kicks off. Roles are reversed to start the second half. A kick-off is used to start play at the beginning of the game, after a goal has been scored, or after halftime (quarters for U8 and younger). A player standing near the centerline kicks the ball forward to a teammate. After the ball moves forward the game is officially started. The kicker may not touch the ball until another player has touched it. A goal can be scored directly from a kick-off. If the ball is touched a second time by the original kicker the opposing team is awarded an indirect free kick at the spot where the offense occurred.

LAW NO. 9 - Ball In and Out of Play

After the ball has completely crossed the touchline or goal line it is out of play. Any ball striking a referee, goal post, corner flag, which does not leave the field of play, is considered in play.

LAW NO. 10 - Goal Scoring

A goal is scored when the entire ball crosses the goal line, between the goal posts and under the cross bar. The team scoring the most goals wins.

LAW NO. 11 - Offside

While going toward an opponent's goal the offensive team may not have a player ahead of the ball unless there are two defenders (including the goalkeeper) even with or nearer to the goal line. The attacking player can be even with the second to last defender. The exception to this statement is when the player is in his own half of the field of play or if an opponent last played the ball. The referee has the right to call or not call offside depending upon whether the offending player gains an advantage or interferes with an opponent. Being in an offside position by itself may not be penalized - remember, there is a difference between offside and being in an offside position. There is no offside foul committed at the time of a throw-in, goal kick, or corner kick.

LAW NO. 12 - Fouls and Misconduct

A direct kick (A goal can be scored directly from this kick) may be awarded for the following infractions:

- Charging an Opponent in a violent or dangerous manner
- Holding an Opponent
- Intentionally Handling the Ball (except goalkeeper in his penalty area)
- Jumping at Opponent
- Kicking or attempting to kick an Opponent
- Pushing
- Spitting
- Striking or attempting to strike an Opponent
- Tripping or attempting to trip an Opponent
- When tackling making contact with the opponent before touching the ball.

Directing foul or abusive language toward a teammate, opponent, referee, coach or fan is a RED card offense.

An indirect kick (The ball must touch another player or opponent before scoring) shall be awarded when these acts occur:

- A goalkeeper takes more than 5-6 seconds to put the ball back into play after gaining control of the ball.
- Charging the Goalkeeper when he is in possession of the ball.
- Charging-Away from the Ball
- Dangerous Play
- Handling the ball by the goalkeeper after it has been released from his/her control and before being played by another player.
- Handling the ball by the goalkeeper after receiving it from a throw-in from his or her own team.
- Handling the ball by the goalkeeper that was intentionally kicked back to him or her by a teammate.

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- Intentionally delaying time (obvious time wasting tactics are cautionable offenses).
- Impeding the Opponent
- Offside
- Player touches the ball a second time after taking either a corner kick, a kick-off, a direct or indirect free kick or a throw-in.
- Preventing the goalkeeper from putting the ball back into play.

LAW NO. 14 - Penalty Kicks

A penalty kick is awarded after a direct kick foul has taken place in the penalty area by the defending team. It is a direct kick taken 12 yards (or 1 & 1/2 times the width of the goal for U9-U10) from the goal line. All players except the goalie and kicker must stay outside of the penalty area and behind the ball. The goalie may move from side to side on the goal line before the ball is kicked. He or she must face the kicker and may not advance forward until the ball is played. A penalty kick must be played forward by the kicker.

LAW NO. 15 - Throw-in

After the ball has completely crossed the touchline, the team that did not touch the ball last shall be awarded the throw-in.

- Both feet must be either touching or behind the touchline when the throw is made.
- The ball must be thrown with both hands directly over the head.
- Both feet must be touching the ground as the throw is made.
- On improper throws the ball is awarded to the opposite team (assuming the ball entered the field of play). (Except U8 who are awarded a second throw-in if the first is incorrect.)
- If the ball does not enter the field of play, then a re-throw is rewarded.

LAW NO. 16. Goal Kicks

A goal kick is awarded when the ball (after being kicked by the offense) crosses the goal line but not in the goal. The ball can be placed anywhere in the goal area. The ball must leave the penalty area before another player can touch it. A goal may be scored directly from a goal kick into the opponent's goal.

LAW NO. 17 - Corner Kicks

A corner kick is awarded when the ball crosses the goal line last touched by a defensive player, and doesn't result in a goal. One member of the attacking team takes the kick from the corner arc nearest where the ball left the field of play.

- The opposing team must remain 10 yards from the corner arc as it is kicked.
- The kicker may not kick the ball a second time until touched by another player.
- No one may remove or move the flags or corner marker to take the kick.
- The ball must be placed on or inside the corner arc at the nearest corner flag post.
- A goal may be scored directly from a corner kick into the opponent's goal.
- The ball is in play after it has been touched by an attacking player and it moves.